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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of claims:

Claims 1-17 (canceled).

18 (Currently Amended) A method of operating a gaming device ~~for operation~~, the method comprising:

~~receiving~~ providing on the gaming device executable code for a plurality of games including a first game and a second game, each of the plurality of games stored in an encrypted format, wherein the plurality of games comprise at least a first set of operating data for the first game comprising at least one of first audio data or first video data for generating the first game on the gaming device and wherein the first set of operating data is encrypted with a first private key and storing a second set of operating data for the second game comprising at least one of second audio or second video data for generating the second game on for the gaming device wherein the second set of operating data is encrypted with a second private key, the operating data comprising at least one of audio or video data used during play of a game on the gaming device;

~~selecting~~ providing only one of the first private key or the second private key to prevent execution of the first game or the second game on the gaming device according to a jurisdiction in which the gaming device is to be operated;

decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key selected to recover the one of the first set of operating data or the second set of operating data;

sending information relating to decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data wherein the gaming device is operable to take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device;

storing the one of the first set of operating data or the second set of operating data;
and

receiving an element of value for use as credit on the gaming device;
receiving a bet on an outcome to the first game or the second game using the credit;
generating the first game or the second game utilizing one of the first set of operating data or the second set of operating data ~~to control at least one of an audio or a video aspect of the operation of the gaming device.~~

19. (Previously Presented). The method in accordance with claim 18 comprising selecting one of a first secure access module in which the first private key is stored or a second secure access module in which the second private key is stored.

20. (Previously Presented). The method in accordance with claim 19 comprising using the one of the first secure access module or the second secure access module to decrypt the one of the first set of operating data or the second set of operating data.

21. (Currently Amended). The method in accordance with claim 18 comprising storing the one of the first set of operating data or the second set of operating data at the gaming machine device.

22 (Currently Amended). A gaming device comprising:
a memory device for storing executable code for a plurality of games including a first game and a second game each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for the first game comprising at least one of first audio data or first video data for generating the first game reversibly encrypted with a first private key and a second set of operating data for the second game comprising at least one of second audio data or second video data for generating the second game reversibly encrypted with a second private key, the operating data comprising at least one of audio or video data used during play of a game on the gaming device;

a secure access module ~~having~~ including one of the first private key or the second private key stored therein ~~according to a jurisdiction in which the gaming device is to be located,~~ the secure access module capable of decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key

stored therein wherein only one of the first private or the second private key is provided on the gaming device to prevent execution of the first game or the second game on the gaming device;

a programmable memory for storing the decrypted one of the first set of operating data or the second set of operating data; and

a controller adapted operable to a) send information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data, b) to take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device; c) use the decrypted one of the first set of operating data or the second set of operating data during the operation of the gaming device to generate the first game or the second game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the first game or the second game using the credits; and

a display mechanism for displaying the outcome of the first game or the second game.

23. (Previously Presented). The gaming device in accordance with claim 22 comprising a control code effecting location of the secure access module.

24. (Previously Presented). The gaming device in accordance with claim 22 wherein the controller includes a processor in communication with the programmable memory.

25. (Previously Presented). The gaming device in accordance with claim 22 wherein the programmable memory comprises RAM.

26. (Currently Amended). The gaming device in accordance with claim 22 including a communications link associated with the controller permitting the first set of operating data and the second set of operating data to be transmitted to the ~~game~~ gaming device from a remote location.

27. (New) The gaming device of claim 22, wherein the first game is approved for use in a first gaming jurisdiction and the second game is approved for use in a second gaming jurisdiction different from the first gaming jurisdiction.

28. (New) The gaming device of claim 22, wherein the remedial action is to erase one of a private key or code stored on the gaming device.

29. (New) The gaming device of claim 22, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a signature calculated from the decrypted one of the first set of operating data or the second set of operating data.

30. (New) The gaming device of claim 22, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a portion of the decrypted one of the first set of operating data or the second set of operating data.

31. (New) The method of claim 18, wherein the first game is approved for use in a first gaming jurisdiction and the second game is approved for use in a second gaming jurisdiction different from the first gaming jurisdiction.

32. (New) The method of claim 18, wherein the remedial action is to erase one of a private key or code stored on the gaming device.

33. (New) The method of claim 18, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a signature calculated from the decrypted one of the first set of operating data or the second set of operating data.

34. (New) The method of claim 18, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a portion of the decrypted one of the first set of operating data or the second set of operating data.

35. (New) A gaming system comprising:

a gaming device comprising:

a memory device for storing executable code for a plurality of games including a first game and a second game each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for generating the first game reversibly encrypted with a first private key and a second set of operating data for generating the second game reversibly encrypted with a second private key;

a secure access module including one of the first private key or the second private key stored therein, the

secure access module capable of decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key stored therein wherein only one of the first private or the second private key is provided on the gaming device to prevent execution of the first game or the second game on the gaming device;

a programmable memory for storing decrypted one of the first set of operating data or the second set of operating data;

a controller operable to a) send information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data, b) to take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device; c) use the decrypted one of the first set of operating data or the second set of operating data during the operation of the gaming device to generate the first game or the second game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the first game or the second game using the credits; and

a display mechanism for displaying the outcome of the first game or the second game;

the remote device operable a) to receive the information relating to the decrypted one of the first set of operating data or the second set of operating data, b) to authenticate the decrypted one of the first set of operating data or the second set of operating data, c) send a message to the

gaming device comprising information indicating whether the decrypted one of the first set of operating data or the second set of operating data is authentic;

a communication link for allowing the remote gaming device and the gaming device to communicate.